

Original Fantasy Player Reference

Thanks to Gary Gygax and Dave Arneson
for the little brown books they published in 1974.

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Attributes

Roll 3d6 for each attribute in order:

- Strength
- Intelligence
- Wisdom
- Constitution
- Dexterity
- Charisma

If desired, move points into the character's Prime Requisite on a 3 for 1 basis, but do not reduce donor attributes below 9.

Strength is the prime requisite for fighting-men. Intelligence is the prime requisite of magic-users. Wisdom is the prime requisite of clerics.

Prime Requisite XP Adjustment

Prime Requisite	Experience
3-6	-20%
7-8	-10%
9-12	
13-14	+5%
15-18	+10%

Intelligence

Intelligence	Extra Language "Slots"
3-10	0
11	1
12	2
13	3
14	4
15	5
16	6
17	7
18	8

Constitution

Constitution	Hit Point Adjustment per Hit Die
3-6	-1
7-14	
15-18	+1

Dexterity

Dexterity	Missile To-Hit Adjustment
3-8	-1
9-12	
13-18	+1

Charisma

Charisma	Maximum Hirelings	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	
10-12	4	
13-15	5	+1
16-17	6	+2
18	12	+4

Clerics

Clerics pray for spells, and have a unique ability to *turn undead* creatures away. They use any armor, but only blunt weapons. High-level clerics (Patriarchs and above) build strongholds, and attract tithe-paying followers. By level 7, clerics must declare their allegiance to either Law or Chaos.

Level	Title	Hit Dice	Experience Points	Spell Level				
				1	2	3	4	5
1	Acolyte	1	0	-	-	-	-	-
2	Adept	2	1,500	1	-	-	-	-
3	Village Priest	3	3,000	2	-	-	-	-
4	Vicar	4	6,000	2	1	-	-	-
5	Curate	4+1	12,000	2	2	-	-	-
6	Bishop	5	25,000	2	2	1	1	-
7	Lama	6	50,000	2	2	2	1	1
8	Patriarch	7	100,000	2	2	2	2	2
9	Patriarch 9	7+1		3	3	3	2	2
10	Patriarch 10	7+2		3	3	3	3	3
11	Patriarch 11	7+3		4	4	4	3	3
12	Patriarch 12	8+1		4	4	4	4	4
13	Patriarch 13	8+2		5	5	5	4	4

Fighting-Men

Fighting-men use any weapons and armor, but no magic spells. High-level fighters (Lords and above) become barons, and build income-generating castles.

Level	Title	Hit Dice	Experience Points
2	Warrior	2	2,000
3	Swordsman	3	4,000
4	Hero	4	8,000
5	Swashbuckler	5+1	16,000
6	Myrmidon	6	32,000
7	Champion	7+1	64,000
8	Superhero	8+2	120,000
9	Lord	9+3	240,000
10	Lord 10	10+1	
11	Lord 11	11	
12	Lord 12	11+2	
13	Lord 13	11+4	

Magic-Users

Magic-users learn to cast spells from wizened teachers or dusty scrolls, and research new spells of their own. They use any magic item, except armor and weapons (arming themselves only with daggers). High-level magic-users (Wizards and above) build wizard towers, and create magic items.

Level	Title	HD	XP	Spell Level					
				1	2	3	4	5	6
1	Medium	1	0	1	-	-	-	-	-
2	Seer	1+1	2,500	2	-	-	-	-	-
3	Conjurer	2	5,000	3	1	-	-	-	-
4	Theurgist	2+1	10,000	4	2	-	-	-	-
5	Thaumaturgist	3	20,000	4	2	1	-	-	-
6	Magician	3+1	35,000	4	2	2	-	-	-
7	Enchanter	4	50,000	4	3	2	1	-	-
8	Warlock	5	75,000	4	3	3	2	-	-
9	Sorcerer	6+1	100,000	4	3	3	2	1	-
10	Necromancer	7	200,000	4	4	3	3	2	-
11	Wizard	8+1	300,000	4	4	4	3	3	-
12	Wizard 12	8+2		4	4	4	4	4	1
13	Wizard 13	8+3		5	5	5	4	4	2
14	Wizard 14	8+4		5	5	5	4	4	3
15	Wizard 15	9+1		5	5	5	4	4	4
16	Wizard 16	9+2		5	5	5	5	5	5
17	Wizard 17	9+3		6	6	6	5	5	5
18	Wizard 18	10+1		6	6	6	6	6	6

Hit Dice

All hit dice are d6.

Don't add pluses to each hit die; add them to the *total* rolled for all hit dice.

Races

Most player characters are human. A few are dwarves, elves, hobbits, or other types.

Dwarves are fighting-men, and never advance above level 6. When checking saving throws, dwarves add four levels to their actual level because of their natural resilience. Dwarves speak their own

dwarven tongue, and also the languages of gnomes, goblins, and kobolds. In dungeons, dwarves recognize fresh construction, traps, and sloping or shifting passages.

Elves act as both magic-users and fighters, but not at the same time. They choose to adventure as one class or the other at the start of a game. Elves never advance beyond level 4 as fighting-men, and level 8 as magic-users. While acting as magic-users, they continue to wear any magic armor they possess. In addition to their own tongue, elves speak the languages of gnolls, hobgoblins, and orcs. They have a better chance than other races to spot secret doors.

Hobbits are fighting-men, and never advance above level 4. They check saving throws like dwarves. They get +1 to hit with missile weapons.

Languages

Characters start knowing the Common language of the land, their alignment language, and any languages associated with their race. During play, they'll have an opportunity to add languages up to the limit of their intelligence.

Alignment

Choose between Law, Chaos, and Neutrality.

Inheritance

Designate one relative to inherit the character's possessions in the event of death or disappearance. Pay a 10% inheritance tax.

Equipment

Roll 3d6 × 10 for starting gold. Buy equipment.

Weapons

Battle axe 7 gp (weight 100)
 Bow (composite) 50 gp (weight 50)
 Bow (long) 40 gp (weight 50)
 Bow (short) 25 gp (weight 50)
 Crossbow (light) 15 gp (weight 50)
 Crossbow (heavy) .. 25 gp (weight 100)
 Dagger 3 gp (weight 20)
 Flail 8 gp (weight 100)
 Halberd 7 gp (weight 150)
 Hand axe 3 gp (weight 50)
 Lance 4 gp (weight 150)

Mace 5 gp (weight 50)
 Morning star 6 gp (weight 100)
 Pike 5 gp (weight 150)
 Pole arm 7 gp (weight 150)
 Spear 1 gp (weight 50)
 Sword 10 gp (weight 50)
 Two-handed Sword . 15 gp (weight 150)

Weapon Damage

All weapons do d6 damage.

Armor

Barding 150 gp (weight 750)
 Chain-type mail 30 gp (weight 500)
 Helmet 10 gp (weight 50)
 Leather armor 15 gp (weight 250)
 Plate mail 50 gp (weight 750)
 Shield 10 gp (weight 150)

Armor Class

Armor	AC
Without armor	9
Shield only	8
Leather	7
Leather w/ shield	6
Chainmail	5
Chainmail w/ shield	4
Plate	3
Plate with shield	2

Consumables

Arrows (20) 5 gp (quiver +5 gp)
 Arrow (silver tipped) 5 gp
 Belladonna (bunch) 10 gp
 Flask of oil 2 gp
 Garlic (bud) 5 gp
 Holy water (1 vial) 25 gp
 Iron spikes (12) 1 gp
 Quarrels (30) 5 gp (case +5 gp)
 Rations (iron, 1 week's) 15 gp
 Rations (standard, 1 week's) 5 gp
 Stakes (3) & mallet 3 gp
 Torches (6) 1 gp

Wine (quart)	1 gp
Wolfsbane (bunch)	10 gp

Transportation

Boat (small)	100 gp
Cart	100 gp
Galley (small)	10,000 gp
Galley (large)	30,000 gp
Horse (draft)	30 gp
Horse (light)	40 gp
Horse (warhorse, heavy)	200 gp
Horse (warhorse, medium)	100 gp
Mule	20 gp
Raft	40 gp
Saddle	25 gp
Saddle bags	10 gp
Ship (small merchant)	5,000 gp
Ship (large merchant)	20,000 gp
Wagon	200 gp

Miscellaneous

Cross (silver)	25 gp
Cross (wood)	2 gp
Lantern	10 gp
Leather backpack	5 gp
Mirror (small silver)	15 gp
Mirror (steel)	5 gp
Pole (10ft)	1 gp
Rope (50ft)	1 gp
Sack (large)	2 gp
Sack (small)	1 gp
Water/wine skin	1 gp

Encumbrance

Measure encumbrance weight in coins (the more gear the character carries, the less treasure they haul from the dungeon).

No weights are specified for miscellaneous and consumable items. Assume that a reasonable quantity of such items—about as much as would fit in a backpack—weigh 80 coins in total.

Container Capacity

Container	Capacity
Backpack	300 coins
Sack, Small	50 coins
Sack, Large	300 coins

Movement

Coin Weight Carried	Move
0-750	12"
751-1,000	9"
1,001-1,500	6"
1,501+	3"

Characters make two moves per turn (or one move with one other action). During flight or pursuit, characters move at twice this rate, but players may not consult or add to their maps. Characters must stop to rest one turn in every six.

Magic-User Spells

Level 1 Magic-User Spells

1. **Charm Person** causes one man-like creature within 120' to regard the caster as a trusted friend. *Dispel magic* frees the creature from this influence. Undead are not affected.
2. **Detect Magic** reveals for a short time the presence of magical effects on nearby things.
3. **Hold Portal** locks a door, gate, etc. for 2d6 turns. *Knock* opens the held portal once. *Dispel magic* entirely removes the hold.
4. **Light** illuminates a 30' diameter circle less brightly than full daylight for 6 turns.
5. **Protection from Evil** bars summoned or supernatural creatures like devils or demons from entering a circle immediately around the caster for 6 turns. During that time, such opponents attack as if they had one hit die fewer, and the caster makes saving throws at +1.
6. **Read Languages** allows the caster to understand a small corpus of unknown or cryptic writing, and to decipher treasure maps.
7. **Read Magic** allows the caster to understand a small amount of magic writing, such as 1-2 scrolls or the activation instructions inscribed on a magic item.
8. **Sleep** puts targets within 240' into a deep sleep.

Target HD	# put to sleep
up to 1+1 HD	2d8 creatures
up to 2+1 HD	2d6 creatures
up to 3+1 HD	1d6 creatures
up to 4+1 HD	1 creature

Level 2 Magic-User Spells

1. **Continual Light** illuminates a 240' diameter circle until dispelled. It's dimmer than daylight.
2. **Detect Evil**, for 2 turns after it's cast, identifies evilly enchanted objects or individuals with evil intent within 60'. Merely harmful objects, like vials of poison or spiked pits, are not detected.
3. **Detect Invisibility** reveals to the caster invisible treasure or creatures within range (10' × caster level) for 6 turns.
4. **ESP** makes the caster aware of the thoughts of creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate stone thicker than 2' or lead barriers.
5. **Invisibility** makes a target within 240' completely invisible until the caster ends the spell or the target attacks something.
6. **Knock** opens any locked (magically or otherwise) portal within 60' of the caster, including heretofore undiscovered secret doors.
7. **Levitate** floats the caster vertically 20' per caster level at a rate of 60' per turn. Levitation lasts 6 turns plus a number of turns equal to caster level. The spell provides no horizontal thrust, although the caster can push against walls, for example.
8. **Locate Object** gives the caster a sense of the direction (though not distance) of a known (in terms of color, size, shape, etc.) object, if that object is within range (60' plus caster level × 10').
9. **Phantasmal Forces** visibly manifests the caster's mental image up to 240' away. Any damage the image causes to a target is real damage, if

the target believes the image is real. The image persists until the caster loses concentration or it gets hit.

10. **Wizard Lock** works like a permanent *hold portal*. *Knock* opens the portal once, but doesn't dispel the lock. A magic-user at least three levels higher than the *wizard lock* caster traverses the portal at will.

Level 3 Magic-User Spells

1. **Clairaudience** lets the caster hear creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate lead or stone thicker than 2'.
2. **Clairvoyance** lets the caster see creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate lead or stone thicker than 2'. Clairvoyance may be cast through a crystal ball.
3. **Dispel Magic**, if successful, ends magical effects, except permanent enchantments such as those on magic items. The percentage chance to dispel is the caster's level, divided by the level of the magic-user who created the original effect, multiplied by 100. For example, a level 3 magic-user has a 50% chance to dispel magic created by a level 6 magic-user.
4. **Fire Ball** shoots a flaming sphere from the caster's fingertip up to 240'. The fire ball causes 1d6 damage per caster level to anything (friend or foe) within 20' of the impact point.
5. **Fly** propels the caster through the air at 120' per turn for a number of turns equal to his level plus 1d6 (rolled secretly by the referee).

6. **Hold Person** brings up to four man-like creatures within 120' completely under the caster's control for 6 turns plus 1 turn per caster level. When cast against a single target, that target suffers a -2 penalty to save.
7. **Infravision** enables the target to see up to 60' without light for 24 hours.
8. **Invisibility 10' Radius** works like *invisibility*, but the effect extends for 10' in all directions around the caster.
9. **Lightning Bolt** creates a lightning bolt up to 240' from the caster. In a confined environment that does not allow the bolt to arc to its full 60' length, it rebounds striking a random target.
10. **Protection from Evil 10' Radius** works like *protection from evil*, but extends around the caster 10' in all directions and lasts for 12 turns.
11. **Protection from Normal Missiles** protects a target within 30' from small, non-magical missile weapons for 12 turns.
12. **Slow** decelerates by 50% up to two dozen creatures within a 45' radius circle originating up to 240' from the caster for 2 turns. It cancels *haste*.
13. **Water Breathing** lets a target within 30' to breath under water for 12 turns.

Level 4 Magic-User Spells

1. **Charm Monster** causes any type of creature (or up to 3d6 creatures of three or fewer hit dice) within 120' to regard the caster as a trusted friend. This influence lasts until *dispel magic* is cast.
2. **Confusion** has a 120' range, and lasts for 12 turns. It affects 2d6 creatures, plus the caster's level, minus 8. Creatures with less than four hit dice

are automatically confused; others must save every turn or be confused for that turn.

2d6	Confused Action
2-5	Attack caster's party
6-8	Do nothing
9-12	Attack each other

3. **Dimension Door** instantly transports an object or individual within 10' of the caster up to 360' in any direction.
4. **Hallucinatory Terrain** makes one area of terrain within 240' look like another type of terrain.
5. **Massmorph** disguises a marching contingent of up to 100 man-sized creatures within 240' as a natural copse of trees until ended by the caster or *dispel magic*.
6. **Plant Growth** makes up to 300 square feet of forest or fields within 120' so overgrown as to be impassable. *Dispel magic* returns the terrain to normal.
7. **Polymorph Other** changes a target within 60' into another type of creature of the caster's choosing. The target gets the abilities and statistics of its new form, but retains its own mind. *Dispel magic* restores the target's original form.
8. **Polymorph Self** transforms the caster into any physical form for a period of 6 turns plus 1 turn per level. The magic-user does not gain any special abilities or hit dice of his new form.
9. **Remove Curse** ends a curse on an individual or object touched by the caster.
10. **Wall of Fire** ignites within 60' of the caster a 20' high curtain of flames, which he can arrange as either a 60' long wall or a circle with a 30' diameter. Creatures with less than four

hit dice can't pass the wall, while greater creates take 1d6 damage crossing it. Undead take an additional d6 damage. The wall of fire lasts as long as the caster concentrates.

11. **Wall of Ice** creates within 120' of the caster a 6" thick, 20' high sheet of ice, which he can arrange as either a 60' long wall or a circle with a 30' diameter. The wall blocks fire-based spells and powers. Creatures with more than four hit dice can break through the wall, but take 1d6 damage. Fire-based creatures take 1d6 extra damage.
12. **Wizard Eye** projects an invisible magic eye capable of relaying images from up to 240 feet. The eye lasts 6 turns, and the caster can move it at a rate of 120' per turn.

Level 5 Magic-User Spells

1. **Animal Growth** enlarges 1d6 normal beasts within 120' to gigantic proportions for a period of 12 turns. The animals' hit dice and fighting capabilities also increase.
2. **Animate Dead** raises 1d6 corpses—plus an additional 1d6 dead for each of the caster's levels above 9—as skeletons or zombies. They remain animated until dispelled or reduced to zero hit points.
3. **Cloudkill** creates a 30' diameter cloud of poisonous gas, which kills any creates with fewer than five hit dice. The cloud moves away from the caster 60' per turn, downwind if there is any wind. It dissipates after 6 turns or more quickly in windy conditions.
4. **Contact Higher Plane** lets the caster ask an otherworldly power 3-12 yes/no questions. More powerful

and alien entities answer more questions with greater veracity, but at greater risk to the caster's sanity. A caster driven mad remains so for as many weeks as questions asked.

Number of Questions	Accurate Answer	Insanity
3	45%	0%
4	47%	10%
5	50%	20%
6	54%	30%
7	60%	40%
8	65%	50%
9	71%	60%
10	78%	70%
11	86%	80%
12	98%	90%

5. **Feeblemind** forces a rival spell-caster within 240' to save against Magic Spell with a -4 penalty, or lose his mental faculties until restored by *dispel magic*.
6. **Hold Monster** completely controls 1d4 creatures of any type within 120' for 6 turns plus a number of turns equal to the caster's level. If cast at one monster, it suffers a -2 penalty to save versus Magic Spell.
7. **Magic Jar** hides the caster's essence in a nearby inanimate object in order to possess the body of another creature within 120'. Upon death of the possessed body, the magic-user's consciousness returns to the magic jar, where it may re-inhabit the caster's original body (if available) or another creature near the jar. If the jar is destroyed, so is the caster.
8. **Pass-Wall** opens a doorway in a stone wall within 30' for a period of 3 turns.
9. **Conjure Elemental** calls an air, earth, fire, or water elemental, which

obeys the magic-user so long as he maintains concentration. An uncontrolled elemental attacks the wizard who summoned it, and then whoever is nearest, until dispelled.

10. **Telekinesis** mentally moves objects up to 120' away, lifting as much weight as the caster's level \times 200 in coin weight for 6 turns.
11. **Teleport** instantly transports the caster to any location. Whether the caster arrives safely, materialized 100' in the air, or teleports into solid rock depends upon his familiarity with the destination.
 Personally familiar with destination:
 Arrive safely
 Extensive research of destination:
 1% inside solid object
 4% 10-40' in air
 Supposition or rumor about destination:
 10% inside solid object
 10% 10-100' in air
 No knowledge of destination:
 75% horribly dead.
12. **Transmute Rock to Mud** turns up to 300 square feet of rocks or soil within 120' into mud. Very heavy creatures may sink entirely in the mud; others move at one-tenth their normal rate.
13. **Wall of Iron** creates within 60' of the caster a 3" thick iron wall with a maximum length and width totaling 50' square. The wall exists for 12 turns, or until removed with *dispel magic*.
14. **Wall of Stone** creates within 60' of the caster a 2' thick wall with a maximum length and width totaling 100' square. The wall stands until broken

apart like a mundane stone wall or removed with *dispel magic*.

Level 6 Magic-User Spells

1. **Anti-Magic Shell** creates a barrier around the caster through which no spells pass (in or out) for 12 turns.
2. **Control Weather** fills the sky with rain, sun, or tornadoes as the caster chooses.
3. **Death Spell** kills 2d8 creatures of fewer than seven hit dice in a 60 square foot area within 240' of the caster.
4. **Disintegrate** makes any living or inanimate target within 60' cease to exist.
5. **Geas** compels a target within 30' to complete a task of the caster's choosing, or eventually weaken and die.
6. **Invisible Stalker** allows the caster to assign a task to an Invisible Stalker.
7. **Lower Water** reduces the dept of a body of water within 240' by 50% for ten turns.
8. **Move Earth** shifts terrain features like small hills within 240' at a rate of 60' per turn for up to 6 turns.
9. **Project Image** creates an illusory duplicate of the caster up to 240' away for 6 turns. Any spells cast by the magic-user seem to come from the duplicate.
10. **Part Water** creates a dry channel up to 10' deep and 120' long in a body of water for 6 turns.
11. **Reincarnation** brings the mind of a character back from the dead in the body of a random creature of the same alignment. If the new form happens to be a man, elf, or dwarf, randomly determine the new body's class and level.

12. **Stone to Flesh** transforms target stone within 120' into flesh, or flesh into stone. It reverses the effect of a medusa's gaze, for example.

Cleric Spells

Underlined cleric spells are reversible.

Level 1 Cleric Spells

1. **Cure Light Wounds** instantly heals 1d6+1 hit points of damage. Evil clerics *cause* light wounds.
2. **Detect Evil**, for 6 turns after it's cast, identifies evilly enchanted objects or individuals with evil intent within 120'. Merely harmful objects, like vials of poison or spiked pits, are not detected. Evil clerics detect *good*.
3. **Detect Magic** reveals for a short time the presence of magical effects on nearby things.
4. **Light** illuminates less brightly than daylight a 30' circle around the cleric for 12 turns. Evil clerics cause *darkness*.
5. **Protection from Evil** bars summoned or supernatural creatures like devils or demons from entering a circle immediately around the cleric for 6 turns. During that time, such opponents attack as if they had one hit die fewer, and the cleric makes saving throws at +1.
6. **Purify Food and Water** makes spoiled or poisoned food and beverages (enough to serve twelve people) safe to consume. Evil clerics *spoil* food and drink.

Level 2 Cleric Spells

1. **Bless** gives the target(s) +1 to hit and +1 morale for 6 turns, although

the target(s) must not be engaged in combat at the time of casting. Evil clerics *curse* for -1 to hit and -1 morale.

2. **Find Traps** reveals to the cleric any magical or mundane traps within 30' for 2 turns.
3. **Hold Person** brings up to four man-like creatures within 180' completely under the cleric's control for 9 turns plus 1 turn per cleric level. When cast against a single target, that target suffers a -2 penalty to save.
4. **Speak with Animals** lets the cleric communicate with any animal within 30' for a period of 6 turns. The animal will not attack the cleric's party, and may help them.

Level 3 Cleric Spells

1. **Continual Light** illuminates a 240' diameter circle, and lasts until dispelled. Unlike the magic-user spell, the cleric spell shines as brightly as daylight.
2. **Cure Disease** cures one target of any disease, magical or otherwise.
3. **Locate Object** gives the cleric a sense of the direction (though not distance) of a known (in terms of color, size, shape, etc.) object, if that object is within range (60' plus cleric level \times 10').
4. **Remove Curse** ends a curse on an individual or object touched by the cleric.

Level 4 Cleric Spells

1. **Create Water** produces a day's worth of drinkable water for a dozen men and their mounts. For every cleric level above 8, the quantity of water doubles.

2. **Cure Serious Wounds** instantly heals 2d6+2 hit points of damage. Evil clerics *cause* serious wounds.
3. **Neutralize Poison** stops further damage by poison to one individual, but can not revive the dead.
4. **Protection from Evil 10' Radius** works like *protection from evil*, but extends around the cleric 10' in all directions and lasts for 12 turns.
5. **Speak with Plants** lets the cleric communicate with plants within 30' for a period of 6 turns. The plants obey the cleric as best they can.
6. **Sticks to Snakes** turns 2d8 sticks within 120' into snakes for 6 turns. The snakes (half of them poisonous) obey the cleric.

Level 5 Cleric Spells

1. **Commune** lets the cleric ask his deity three questions, and get answers. Clerics only commune with their deity once per week. Rarely, the referee may allow more frequent communication or more questions per casting.
2. **Create Food** produces a day's worth of edible food for a dozen men and their mounts. For every cleric level above 8, the quantity of food doubles.
3. **Dispel Evil**, if successful, ends evil effects within 30', except permanent evil enchantments like those on magic items. The percentage chance to dispel is the cleric's level, divided by the level or hit dice of the evil being who created the original effect, multiplied by 100. For example, a level 3 cleric has a 50% chance to dispel an effect created by a level 6 evil high priest.
4. **Insect Plague** brings a blinding 360 cubic foot swarm of insects, which

(under control of the cleric) routes creatures with fewer than three hit dice. The swarm lasts up to a day.

5. **Quest** compels a target within 30' to complete a task of the cleric's choosing, or suffer a curse of the cleric's devising.
6. **Raise Dead** brings to life one man,

elf, or dwarf touched by the cleric, if the target died less than a day ago, plus four days for each of the cleric's levels beyond 7. Instead of raising the dead, evil high priests kill one creature within 120' with *Finger of Death*.

Cleric Turning Undead

Roll 2d6. Consult the table below.

T = Up to 2d6 turned

D = Up to 2d6 dissolved or dispelled

N = No effect

Undead HD	Cleric Level							
	1	2	3	4	5	6	7	8
$\frac{1}{2}$ (Skeleton)	7	T	T	D	D	D	D	D
1 (Zombie)	9	7	T	T	D	D	D	D
2 (Ghoul)	11	0	7	T	T	D	D	D
3 (Wight)	N	11	9	7	T	T	D	D
4 (Wraith)	N	N	11	9	7	T	T	D
5 (Mummy)	N	N	N	11	9	7	T	T
6 (Spectre)	N	N	N	N	11	0	7	T
7+ (Vampire)	N	N	N	N	N	11	9	7

Cleric Attacks

Level	Target Armor Class							
	2	3	4	5	6	7	8	9
1-4	17	16	15	14	13	12	11	10
5-8	15	14	13	12	11	10	9	8
9-12	12	11	10	9	8	7	6	5
13-16	10	9	8	7	6	5	4	3
17+	8	7	6	5	4	3	2	1

Fighting-Man Attacks

Level	Target Armor Class							
	2	3	4	5	6	7	8	9
1-3	17	16	15	14	13	12	11	10
4-6	15	14	13	12	11	10	9	8
7-9	12	11	10	9	8	7	6	5
10-12	10	9	8	7	6	5	4	3
13-15	8	7	6	5	4	3	2	1
16+	5	4	3	2	1	1	1	1

Magic-User Attacks

Level	Target Armor Class							
	2	3	4	5	6	7	8	9
1-5	17	16	15	14	13	12	11	10
6-10	15	14	13	12	11	10	9	8
10-15	12	11	10	9	8	7	6	5
16-20	10	9	8	7	6	5	4	3
21+	8	7	6	5	4	3	2	1

Monster Attacks

Hit Dice	Target Armor Class							
	2	3	4	5	6	7	8	9
0-1	17	16	15	14	13	12	11	10
1+1	16	15	14	13	12	11	10	9
2-3	15	14	13	12	11	10	9	8
3-4	13	12	11	10	9	8	7	6
4-6	12	11	10	9	8	7	6	5
6-8	11	10	9	8	7	6	5	4
9-10	9	8	7	6	5	4	3	2
11+	7	6	5	4	3	2	1	0

Fighting-Man Saving Throws

Level	Death Ray, Poison	Wands	Stone	Dragon Breath	Staves, Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

Cleric Saving Throws

Level	Death Ray, Poison	Wands	Stone	Dragon Breath	Staves, Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7

Magic-User Saving Throws

Level	Death Ray, Poison	Wands	Stone	Dragon Breath	Staves, Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

Subdual

Humanoid, dragons, and certain special creatures may be subdued rather than killed. Players must announce their intent to subdue at the start of combat.

At the end of each combat round, roll percentile dice. If the result exceeds the monster's percentage of remaining hit points, it's subdued.

Subdual cows monsters into obedience to their subduers until they've had time to lick their wounds and build some resentment. Subdued monsters can be sold if such a market exists in the milieu.

Time

Measure time exploring in ten minute *turns*. Measure time in combat in one minute *rounds*.

Currency

1 gold piece (gp) = 10 silver pieces (sp)
= 50 copper pieces (cp).

Hirelings

Hirelings are 0-level NPC's who work for a fixed wage. Hirelings show little ini-

tiative and tolerate less risk than player characters.

Alchemist	240gp/week
Animal Trainer	120gp/week
Armorer	24gp/week
Assassin	2,000gp/mission
Blacksmith	6gp/week
Captain, Ship	60gp/week
Engineer	180gp/week
Servant or linkboy	2gp/week
Sage	475/week
Sailor	3gp/week
Soldier, foot	5gp/week
Soldier, horse	15gp/week
Spy	500gp/mission

Monsters of a similar alignment to the character might be tempted into service for a suitable reward.

Further Options

At name level (Wizard, Patriarch, Lord), characters build strongholds. Ask you referee when the time comes.

Magic-users conduct research to produce magic items and new spells. Ask you referee about magical research.

Character Name:

Player Name:

Class:

Race:

XP:

Level:

Hit Points:

AC:

Weight Carried:

Move:

Alignment:

Languages:

Strength:

Constitution:

Intelligence:

Dexterity:

Wisdom:

Charisma:

Death Ray, Poison	Wands	Stone	Dragon Breath	Staves, Spells

Possessions

Spells

I, _____, hereby bequeath all my worldly possessions
to _____ upon my horrible death or untimely disappearance.